

## **AUTOGRAPH CONTEST**

Provide each guest with paper and pencil and tell him to get the autographs of all the other people. The person getting the most autographs in a certain period of time wins. For variation, ask that autographs be written with the left hand.

---

## **SUPERMARKET**

Divide the audience into two groups. Call out a letter of the alphabet. Everybody tries to be the first to name something beginning with that letter that can be found in a modern supermarket. (Example: 'S' for soap.) The first person to answer wins a point for his group. Vary the game by using drug, department, or hardware stores.

---

## **APPLAUD AND CHEER**

Announce to the group that when you raise your right hand, everyone is to applaud. When you raise your left hand, everyone is to yell or cheer. When you raise both hands, everyone applauds and cheers.

---

## **BARBERSHOP APPLAUSE**

Clap hands as a barber strops his razor, first rubbing your palms together, then stroking the back of your right hand across your left palm. Don't forget the barber's flourishes and, finally, the first downward stroke on your face accompanied by a harsh scraping noise.



## **BARNYARD FROLIC**

Give every one the name of a common farm animal—chick, duck, turkey, pig, etc. On signal, every one begins making the sound of his animal—chick-chick, quack-quack, gobble-gobble, oink-oink, etc. The object is for all animals of the same species to seek each other out through identifying noises. The first such group to gather in one spot wins the barnyard frolic.

---

## **ARTILLERY APPLAUSE**

Begin applauding slowly in unison and gradually increase the speed. Then slow down until finally, the hands are not brought together at all.

---

## **HANDKERCHIEF APPLAUSE**

Throw a handkerchief into the air with instructions for applause to last until you catch it or it falls to the floor. Vary the length of applause. Long throw. Short. No throw at all!

---

## **WHO AM I?**

Provide pictures of characters from nearly any category—TV or movie stars, sports figures, characters from popular fiction. Pin a picture on the back of each person, instructing him to mingle with the group and, by asking questions, find out what character he is. Only questions calling for yes or no answers may be used. Explain that when the person has identified himself, he may remove his picture.